CRESCENT
PALE MIST
クレセントペールミスト
PS3
PlayStation 3
PLAYSTATION Network
SOE
SONY ONLINE ENTERTAINMENT
ROCKIN' ANDROID

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

· dizziness · eye or muscle twitches · disorientation · any involuntary movement
· altered vision · loss of awareness · seizures, or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN

Use and handling of video games to reduce the likelihood of a seizure

· Use in a well-lit area and keep as far away as possible from the television screen.
· Avoid large screen televisions. Use the smallest television screen availble.
· Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
· Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the Wireless controller motion sensor function. When using the Wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®3 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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GAME STORY

Gasyukal Country

A prosperous nation of people seeking magical wisdom; also a foolish nation, where many pursue practices considered widely taboo.

The First Use of the Forbidden

The magic of the Forbidden was first invoked by the hands of the old Gasyukal Sages, destroying an old and distant country. What resulted was not only the simple knowledge of its existence, but also that of the destruction it brings.

The Second Use of the Forbidden

War broke out, and Gasyukal was pitted against its previous allies. Greatly at a disadvantage, the nation had very few options against its enemies' overwhelming might. Looking desperately to turn the war in its favor, Gasyukal once again invoked the Forbidden. However, soon finding the powerful magic could not be controlled, the country of Gasyukal was pulled through a dimensional rift, becoming an unconquerable no-man's land known as the "Taboo State". Too powerful even for the combined powers of the Sages, the destruction brought by the Forbidden leaves little hope for anyone ever to control the magic.

The Present

All who have been sent to investigate the Taboo State of Gasyukal have been confirmed dead. According to the doctors dispatched to the scene, the corpses were all clean, with no sign of trauma or poisoning. Soon after this report, the doctors were also found dead.

Some speculate it is the nature of entering the Taboo State that killed them – that to enter the dimension is to die. However, Yunou believes it is something more malevolent, and that the Pale Mist, which has been flowing in the dimension, is somehow at fault. This, and her mastery of controlling Pale Mist, is what drives her to return to Gasyukal.

This is the vicious action and mystic adventure of Crescent Pale Mist. This is explosive magic and piercing blades. This is a desperate search through a hazardous and twisting world that is trying to reject you.

Enter Gasyukal, a beautiful but unstable dimension between worlds. Powerful but deadly Pale Mist is seeping out of Gasyukal, and you are Yunou, the only magician able to control its mysterious power. Abandon your previous allegiance to Gasyukal for the greater good. Turn the dreadful flow of Pale Mist against itself. Find the reason for the escape of Pale Mist and stop those responsible at all costs.

Crescent Pale Mist combines exploration platforming with fighting and bullet-hell shoot-'em-up mechanics into one thrilling experience!

CHARACTERS

Yunou:

A former member of the Gasyukal Research Alliance, she is the only magician known to have the ability to control the deadly and powerful magic known as Pale Mist. With overwhelming amounts of Pale Mist seeping from Gasyukal, creating deadly monsters and other magical beings, Yunou is on a mission to find the source of Pale Mist and put an end to it at any cost - even if it means going up against her former comrades.

Elshiria L. Gasyukal (or "El"):

She is the driving force in the research of the Forbidden, and thus, the reason for Gasyukal's escaping Pale Mist. It is unclear why Elshiria would allow this. Like Narju, she is more powerful than even the ancient sages. Yunou cares for Elshiria, but neither will allow the other to succeed.

Vizet Lapitel:

She is first to meet Yunou upon her return to Gasyukal, and has plans of her own when it comes to Yunou's mission against the Pale Mist. Believed by Yunou to be a witch, and hardly trustworthy, Vizet's mysterious intentions are shadowed in the caverns of Gasyukal. Only time will tell just how she is involved in Yunou's return.

Soray Ar Larwin:

Brother to Narju and a former Gasyukal comrade of Yunou who, despite his cold exterior, feels Yunou abandoned Gasyukal. As a loyal knight, his allegiance to Gasyukal makes him a reluctant enemy to Yunou, repeatedly finding himself in her path with blade in hand.

Narju Ar Larwin:

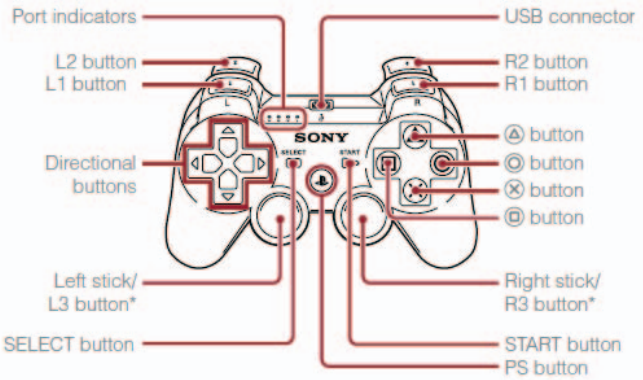
Unlike her brother, Soray, Narju is selfish and hateful. Her power is greater than the ancient sages of old, and she strongly desires to rip Yunou to shreds, but the source of her feelings is not immediately clear.

Kurow Balnam:

He is an ambitious and bitter old man who is hellbent on learning the secrets of a powerful magic known as the Forbidden. Driven by his passion, he believes Pale Mist is the key to unlocking the secrets of the Forbidden, despite how it affects the lives of his countrymen.

SETTING UP

SIXAXIS™ Wireless Controller



* The L3 and R3 buttons function when the sticks are pressed.

How to Download the Game:

This game can be downloaded via PlayStation®Store using PlayStation®3 game console.

Please Note:

The information in this manual was correct at the time of going to print. Some minor changes may have been made late in the development of this product following this manual's release All screenshots for this manual have been taken from the English version of this product.

Saved data for PlayStation®3 format software

Saved data for PlayStation®3 format software is saved on the system's hard disk. The data is displayed under Saved Game Utility in the Game menu.

BEFORE PLAYING THE GAME

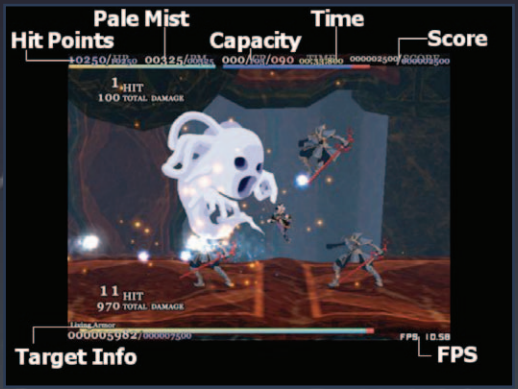
To gain an understanding of the game's systems, it is highly recommended to play the tutorial and read the manual. Please read the manual even if you are confident in your abilities.

Default (Reset Configuration)

Reverts your Configuration to the original specifications.

Exit (Close Configuration Program)

Closes the Configuration window.



Hit Points: Current value / Maximum value - One mistake, and it will drop your points to 0!

Pale Mist: Current value / Maximum value - Collect as much as you can!

Capacity: Current value / Maximum value / Acceptable limits

Time: The time lapsed in the current chapter.

Score: Current value / Your highest score for this chapter and difficulty.

Target Info: Your current target's name and Current HP/Max HP levels.

FPS: The game's performance in Frames Per Second. 60 is the intended speed.

GAME PLAY

Pale Mist (PM)
A mysterious magic that takes the form of a shining white mist. It is considered an advanced magic with many unsolved properties, and is widely believed to be impossible to handle properly. Dangerous to the common person, Pale Mist is also known to make one weak when in contact.

Capacity (CP)
Your magical capacity. Every time you use magic, magical power accumulates within your body. There is a maximum limit for CP, and it is dangerous to use magic beyond that point. CP also has an effect on your surroundings when magic is used, and can cause a Magic Leak Burst if too much is used in a careless manner. If invoked properly, however, your magical capacity can be almost limitless.

Magic Leak Burst (MLB)
The result of a magical accident. Magic is too strong to be used without care and failure to properly invoke it will result in a Magic Leak Burst, causing you great damage.

Area Magic Saturation
This is when the screen is completely enveloped in magic, allowing the user to fly at certain times.

Basic Controls
These are the most basic controls of the game, and are crucial to learn before diving in. This can be a tricky game, so be sure to pace yourself instead of trying to rush through to the end. For the details of each action, please refer to Beginner's Commands later in this manual.

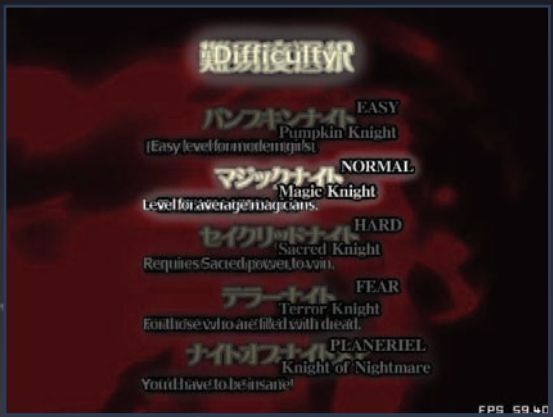
Default Button Configurations

Attack □	Endurance R2	Up: D-Pad/Left Analog Stick Up
Special △	Target R1	Down: D-Pad/Left Analog Stick Down
Dagger ○	Camera Zoom L2	Left: D-Pad/Left Analog Stick Left
Jump ✕	Pause ►	Right: D-Pad/Left Analog Stick Right

*These settings can be changed from the Configuration menu, and are available on the Title Screen or by Pausing.

Difficulty

Allows you to specify which level of difficulty you would like.



Easy / Pumpkin Knight:	Easy level for modern girls.
Normal / Magic Knight:	Level for average magicians.
Hard / Sacred Knight:	Requires Sacred power to win.
Fear / Terror Knight:	For those who are filled with dread.
Planeriel / Knight of Nightmare	You'd have to be insane!

GAME PLAY(continued)

Attack

Your most basic form of offense. The enemies you attack will be designated as your target, causing Pale Mist to appear automatically. You can also use magic or skills via command input.

Special

Unique magical attacks that consume Pale Mist, and can only be invoked with special commands in certain conditions.

Dagger

A weapon that can be thrown in any direction. When a thrown dagger hits an enemy, the enemy becomes designated as a new target.

Jump

You can jump up to two times in a row, and can jump-dash or back-dash when combined with a direction. Emergency Evasion occurs when jumping while taking damage, and is described in greater detail later in the manual.

Endurance

A guarding technique that allows you to endure enemy attacks.

Targeting

Allows you to toggle whether or not using skills and magic will change your target. Targeting is disabled if your target is destroyed, too far away, or if no targets are available.

Camera Zoom

Allows you to zoom the camera in and out, and is only available during boss fights. A "Not Allowed" icon appears if attempting to activate during any other part of the game.

Pause

Temporarily stops the game in progress and displays the game menu.

BEGINNER COMMANDS

Here is where you start to become a master at attacking and jumping. Learn and understand the basic systems, and learn how to use Endurance and Emergency Evasion!

ATTACKING: PART 1

In general, simply mashing the Attack button seems like it can get you pretty far - slicing and dicing things into pieces. However, there are other ways to handle the controls to make your attacks and strategy more effective.

Command			Action
(on ground)	/ Up-Forward	+ □	Angled Slice
(on ground)	/ Up	+ □	Upward Arc Slash
(on ground)	/ Down-Forward	+ □	Rising Slash
(on ground)	/ Down + Down	+ □	Rowanveld (Press to □ repeatedly to combo)
(jumping)	/ Up + Forward	+ □	Rowanveld (Press to □ repeatedly to combo)

Most of the time, attacks can be cancelled into skills, magic, and dashes. Although not always available, practicing the use of proper attacks and cancelling can vastly improve your skills.

Jumping

You can jump up to two times in a row, but are only able to dash when combining with a direction on a single jump. Dashing during a jump also makes you partially immune to small and medium enemy projectile attacks.

Your jump power depends on how long you press the ✕ button.

Command				Action
(on ground)	/ Down-Forward	+	✕	Jump Dash
(on ground)	/ Down-Back	+	✕	Back Step
(jumping)	/ Down-Forward	+	✕	Aerial Jump Dash
(jumping)	/ Down-Back	+	✕	Aerial Back Step
(jumping)	/ ✕	+	✕	Double Jump
(jumping)	/ Down	+	✕	Base Dive
(jumping)	/ Toward Wall	+	✕	Triangle Jump (Does not count as a Double Jump)

Endurance: Part 1

Allows you to endure enemy attacks depending on your Attack Power. For example:

- Attack Power (Low) / Knockback (None) / Damage (None)
- Attack Power (Medium) / Knockback (None) / Damage (Reduced)
- Attack Power (High) / Knockback (Some) / Damage (Reduced)

Endurance is indicated by the color of your character's aura and is not be available if the attack is too strong. When you receive damage, enemies are sometimes pushed back and left open for an attack. Be quick to take advantage of these attack moments, or you will find yourself in danger all too soon.

Emergency Evasion

When taking damage and trying to avoid an enemy combo attack, simply press the Button to perform Emergency Evasion.

During Emergency Evasion, you are briefly invincible and safe from attacks. However, your invincibility is lost the moment you take any other action. Emergency Evasion is indicated by the color of your character's aura.

Hit Points (HP)

Hit Points indicate your character's remaining physical health. You can also see how much damage you have been taking by paying attention to your character's color. So, be careful where your HP level is at, because once it hits 0, you die and you lose the progress of that chapter.

There are certain places in the chapter, however, that act as checkpoints for when you die, allowing you to continue from them after losing a life. Also, bosses are automatic checkpoints so when you reach a boss, you will continue from that boss if you end up dying.

Safe

In Bad Shape

Critical

Capacity (CP): Part 1

Your CP level increases every time you use magic, and it can be gauged by the color of your character's aura.

There is a danger in using too much magic at once, though. If you are not careful, you can overflow your CP, resulting in a magical explosion called a Magic Leak Burst. This explosion will cause you great damage. Luckily, you can avoid this and lower your CP rather quickly by simply standing still, or even better - by crouching. Keep in mind, though, the more your are doing, the slower your CP will decrease.

Safe

Pretty High

Dangerous!

Pale Mist (PM): Part 1

Pale Mist appears when you directly attack an enemy, and disappears when left alone. The effects upon Pale Mist disappearing includes increasing your HP and Max HP; decreasing CP by 1; and increasing your PM and Max PM by 1, respectively.

Arrow Markers

During the game, you will sometimes see arrow markers on the screen. Press the direction of the arrow and the jump button to move in that direction on the map. If the arrow is white, you can return after you have jumped. However, if it is red, you will not be able to go back. Blue and purple arrow markers indicate white and red arrow-marked places that have already been visited, respectively.

INTERMEDIATE COMMANDS

Here is where you begin to unlock the secrets of using your Daggers, experimenting with Pale Mist, and learning to work with Camera View during boss battles.

Dagger

Useful when you want to do some damage from a distance. Daggers can also be used for targeting distant enemies.

If you hold down the Special button and then press the Dagger button , you can throw a "Teleport Dagger." Should your Teleport Dagger hit an enemy, your character will immediately move to its location. You can move on to any other action immediately after teleporting, but taking action during a teleport will result in a partial teleport. Teleport Daggers consume 1 PM, but can be used even if you do not have any PM. Normal Daggers have a blue trail. Teleport Daggers have a red trail.

Endurance: Part 2

During Endurance, all other actions you take will drop in power considerably. Moreover, Pale Mist will not appear during Endurance, even when you attack enemies.

Capacity (CP): Part 2

As before, CP can be monitored by keeping tabs on the color of your character's aura. This effect also changes your character's statistics:

- [When your aura is blue]: Strength: 2x Defense: 0.8x
- [When your aura is red]: Strength: 3x Defense: 0.5x

With practice, you can use this feature to your advantage and defeat enemies more effectively. Still, your defense will decrease, so above all, be careful!

Pale Mist (PM): Part 2

Pale Mist may disappear naturally before you are able to use it. However, if used before it is gone, you can consume the PM to use magic without increasing your CP.

	Command			Action
(with PM)	/ Up + Up	+		PM version of Fear*
(with PM)	/ Down + Down	+		PM version of Rowanveld*

*To be described later in the manual.

The effects of Pale Mist upon immediate use are as follows:

- Will not recover any HP
- Will not increase Max HP
- Does not reduce current CP
- Does not increase PM
- Increases Max PM by 1

Attacking: Rowanveld PM

If Pale Mist is present on the screen, use the Rowanveld command—Down + Down + —using the Special Button instead of the Attack Button to execute Rowanveld PM.

Boss Battle Camera Zoom

During boss battles, you can zoom the camera in and out. Attacking an enemy target while zoomed in will cause extra damage, at the cost of visibility. Zooming out will not modify your damage, but will allow more visibility.

EXPERT COMMANDS

Finally, here you unlock the secrets about Pale Mist and the truth about Capacity. Learn to stock Pale Mist and find the best ways to utilize Capacity and Endurance. You might just master a new attack or two, as well.

Pale Mist (PM): Part 3

There is a way to use stocked Pale Mist rather than using it immediately.

Command		Action
(with PM)	/ △ + △	Release Pale Mist

Using this command releases the Pale Mist you have stocked up. There are no additional features to using this Pale Mist or when it disappears; just use it as you normally would.

Pale Mist (PM): Part 4

As before, unused Pale Mist will disappear after a short while. However, it will disappear immediately when Endurance is activated, and will not appear at all if Endurance is being used already.

The effects of Pale Mist upon immediate use are as follows:

- Recovers more HP than usual
- Increases Max HP less than usual
- Does not reduce current CP
- Increases PM by 1
- Increases Max PM by 1

Endurance is a great way to recover a lot of HP quickly, but it will also deny you the chance to use Pale Mist through a command, so use it wisely.

Pale Mist (PM): Part 5

Using Pale Mist increases your Max PM and CP Max.

Pale Mist (PM): Part 6

Pale Mist can be used to unleash magic even when the player is being damaged and knocked back through use of the proper commands.

Capacity (CP): Part 3

Maximum CP : Your Maximum CP also effects your attack power.
Items: Equipping items can enhance or decrease CP usage, CP Limit and CP Max
CP Limit: Each stage has a default CP limit, CP limit is increased by 1 point for every 50 PM orbs collected
CP Max: over using Rowanveld will result in a Magic Burst Leak

Attacking: Part 2

Your character's attacks can erase many enemy attacks if aimed properly.

Clashing

Player and enemy attacks, especially projectiles, may sometimes clash. When attacking during Endurance, the clashing effect is reduced.

Kill Bonuses

Destroying an enemy earns you statistical bonuses as listed below:

- Max HP increases
- PM is recovered
- Max CP increases

Considering these, there is good reason to destroy every enemy you see on the screen, since even one point can sometimes make all the difference in the world. The exact bonuses depend on the type of enemy defeated. Above all, be careful!

SPECIAL COMMANDS

ROWANVELD

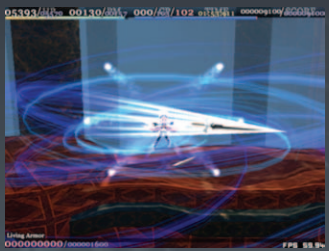
Down + Down + □

A very powerful attack that costs you 20 CP when invoked. It can be used on the ground, while jumping or while flying. Cancels enemy Endurance.

Can be continued by hitting □ repeatedly.

ROWANVELD PM

Down + Down + △



Invoking Rowanveld PM is only possible when Pale Mist is nearby and can be used on the ground, while jumping, while flying, or while taking damage.

Can be continued by hitting △ repeatedly.

Fear

Up + Up + □

Invoking Fear costs 10 CP and can be used on the ground, while jumping, or while flying. Can be used up to three times in a row.

Fear PM

Up + Up + △

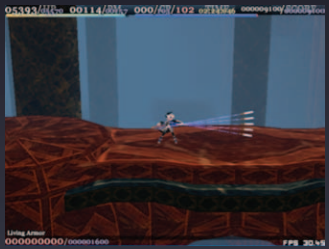
Invoking Fear PM is only possible when Pale Mist is nearby and can be used on the ground, while jumping, while flying, or while taking damage. Can be used up to eight times in a row.

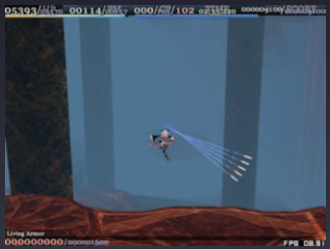
SPECIAL COMMANDS (continued)

MIDNIGHT RIPPER

Left + Left + ○ | Up + Up + ○

Right + Right + ○ | Down + Down + ○ (can only be used while jumping or flying)





Does not allow locking onto enemy targets, but can be aimed by pressing a direction at the end of the command input. Also, can be thrown at an angle.

Can be continued by hitting ○ repeatedly.

TELEPORT DAGGER

△ + ○

Teleports you to the location of whatever enemy it hits and can be thrown in any direction. Costs 1 PM, but no PM variation exists.

Release Pale Mist

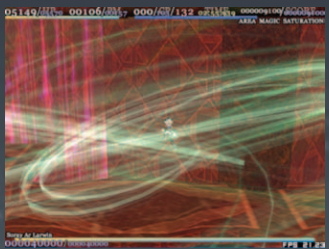
△ + △

Releases 8 pieces of Pale Mist into the air, costing you 8 PM, and cannot be used with less than 8 PM.

Continuing to press △ after invoking will trigger Rowanveld PM, which is a great way to use your stock of Pale Mist.

Flight

(jumping) Up + ✕



Can be used in areas where AREA MAGIC SATURATION appears on the screen. Mostly available during Boss Battles.

COLLECTIBLES

Obtaining Items

Items may be obtained by collecting White Orbs within a chapter or by defeating certain enemies–not to be confused with collecting Pale Mist, which is similar in appearance and smaller. Although you gain the item temporarily during the stage, you must clear the stage to save your obtained items. Words of Caution:

- If you obtain an item but do not clear the stage, the item will not be saved.
- When you use a Continue, all White Orbs and enemy item drops disappear from the chapter.

Of Equipment & Artifacts

While you may obtain equipment with special effects, there are also many meaningless items. You may choose your equipment when beginning a game in Sacred Knight difficulty or above. Higher difficulties bring extreme challenges with them, so be sure to make good use of items and their effects!

List of Items & Artifacts

- **Ruby**
  Defense does not decrease while in red aura status.
- **Sapphire**
  Defense does not decrease while in blue aura status.
- **Emerald**
  Attack does not decrease while using Endurance.
- **Amethyst**
  CP decreases faster.
- **Aquamarine**
  Pale Mist restores more HP when it disappears.
- **Opal**
  Emergency Evasion's length is increased.
- **Moonstone**
  Magic uses half CP compared to normal.
- **Brutius**
  Increases Rowanveld. Cursed. Flight Distance +.
- **Inhuman Blade**
  Strengthens Rowanveld Attack Power.
- **Diamond**
  More Pale Mist appears after attacks.
- **Garnet**
  Enemy movement speed is reduced.
- **Royal Jelly**
  HP + 10,000 / PM + 1,000 / CP + 100
- **Amethyst**
  CP decreases faster.
- **Elixir**
  Can be revived even if HP is reduced to 0. One time effect.
- **Excalibur**
  Enhances Fear. Damage +. Can be used during Endurance.
- **Brunhild**
  Enhances Fear. Damage ++. Enemy Endurance is rendered ineffective.
- **Crimson Magic Horn**
  CP Limit + 100.
- **Verdant Magic Horn**
  Emergency Evasion's length is increased.

- **Thief's Dagger**
  Enhances Dagger. Each consecutive hit increases chance of receiving an item.
- **Astral Dagger**
  Enhances Dagger. Damage +.
- **Demon Lord of Destruction**
  Enhances Dagger. Cursed. Damage ++. Removes enemy's Endurance status.
- **Reverse Reaction Boots**
  Enhances Knock Jump. Reverses direction of enemy knockback.
- **Demon Saint's Dress**
  Explosion Resistance. Defense +.
- **Flame Mist Dress**
  Mist/Flame Resistance. Defense +.
- **Princess's Vestment**
  Defense ++.
- **Rusted Sword**
  Limits Attack. Damage is fixed at 1.
- **Obsidian Tail Blade**
  Enhances Attack. Cursed. Damage +.
- **Dark Magic Horn**
  Increases CP gain when an enemy is defeated.
- **Handmade Rosary**
  Upgrades Rowanveld to "Rowan Banish" uses 70 CP. No consecutive use.
- **Dark Crystal Ring**
  Increased Fear, reduces dagger and sword attack power
- **Silver Ornamental Flute**
  Enhances Fear. Duration +.
- **Ancient Dragon's Whistle**
  Acquire Capacity Burst. Up/Down Special CP Usage Limit 100.
- **Holy Sword Certificate**
  Enhanced Attack. Damage +. Reduces body weight while performing mid-air attacks
- **Dark Matter**
  Suction Resistance.

MUSIC ROOM KEY
TERROR MEDALLION
NIGHTMARE MEDALLION
WICKED GOD'S IDOL
IMPOSSIBLE MIRAGE
SILVER POCKETWATCH
KNOWLEDGE OF THE QUEST
BRAVESTONE
PHILOSOPHER'S STONE
ORICHALCUM
LIGHT CRYSTAL
BLACK STEEL
NECTAR OF LIFE
MYTHRIL
PUMPKIN'S MYSTERY
ONION'S MYSTERY

THICK JELLY
STICKY JELLY
BAT FANG
VAMPIRE FANG
GHOST-IN-A-BOTTLE
MALICE-IN-A-BOTTLE
POTATO
GOLDEN POTATO
BRONZE ARMOR
COPPER ARMOR
BLACK CRYSTAL ARMOR
SILVER ARMOR
GOLD ARMOR
ABYSS GARB
PUMPKIN
ONION

WOLFSBANE
CRYSTAL SKULL
ANGEL'S HALO
ANGEL'S WINGS
DEVIL'S TAIL
DEVIL'S WINGS
INTELLIGENT GLASSES
COKE BOTTLE GLASSES
ANYTHING BUTTON
ANATHEMA MANUSCRIPT
ADVENTURE MANUSCRIPT
ANCIENT MANUSCRIPT 1
ANCIENT MANUSCRIPT 2
ANCIENT MANUSCRIPT 3
ANCIENT MANUSCRIPT 4
ANCIENT MANUSCRIPT 5

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